DUNGEONS
THE DRAGONING
40,000
7th Edition

Homebrew

Tome of Dakka,
Choppa, & More

Fluff to go here

Equipment
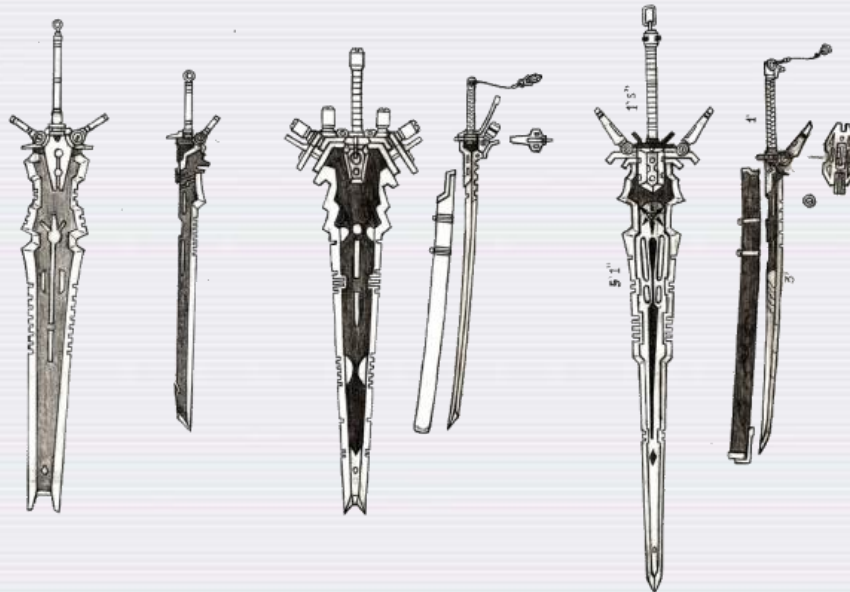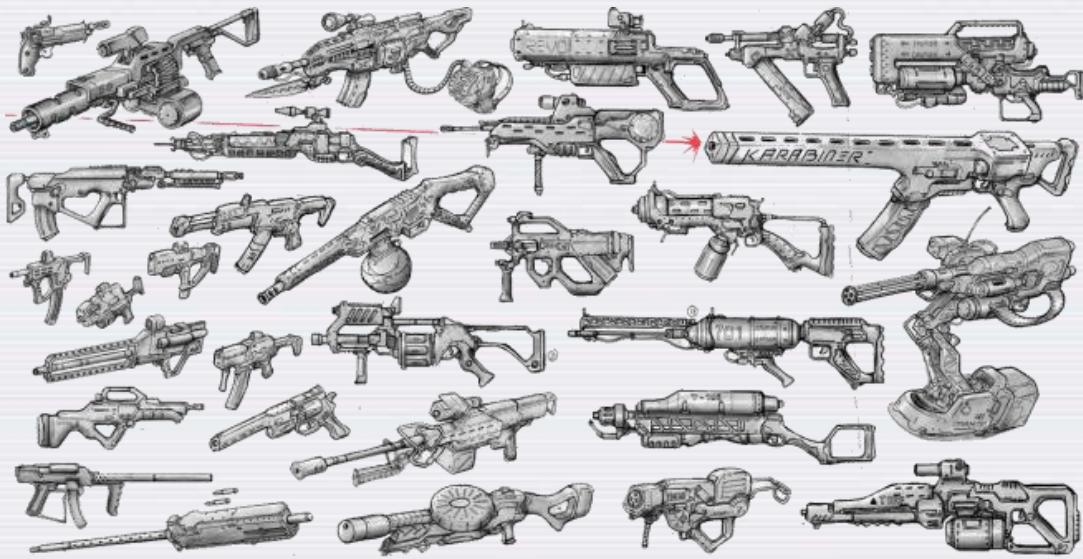
GUNS

Name	Type	Damage	Pen	ROF	Range	Clip	Reload	Avail	Special
Ordinary				**Proficiencies: 'Basic' or 'Ranged 1'**					
Double Rifle	Heavy	3k3 I	4	S/-	120m	4	2Full	Rare	Twinlinked
Lancer Assault Rifle	Basic	3k2 I	0	S/-	40m	12	Full	Rare	Breacher, Melee Attach II
Machine Pistol	Pistol	2k2 I	0	S/10	30m	24	Full	VRare	Storm
Room Cleaner Shotgun	Basic	3k2 I	2	S/3	20m	9	Full	VRare	Scatter, Breacher
Masher	Pistol	2k2 I	0	S/-	25m	6	2Ful	Rare	Reliable, Scatter
Las				**Proficiencies: 'Basic' or 'Ranged 2'**					
Gatling Lasgun	Heavy	2k2 E	2	-/10	60m	80	Full	Mythic Rare	Reliable, Storm
Flare Prism	Basic	3k2 E	2	S/-	30m	30	Full	Rare	Reliable, Scatter
Plasma				**Proficiencies: 'Ranged 2**					
Plasma Cannon	Heavy	3k3 E	8	S/-	120m	4	4Full	VRare	Blast (3), Overheats
Splashgun	Basic	3k3 E	8	S/-	25m	5	4Full	VRare	Scatter, Recharge, Overheats
Bolter				**Proficiencies: 'Ranged 1'**					
Mini Rocket Gun	Basic	3k2 X	0	S/3	40m	12	Full	Rare	Blast 3
Bolter Cannon	Heavy	4k3 X	6	-/10	60m	8	2Full	Mythic Rare	Storm, Blast (5)
Ravager	Basic	5k2 X	6	S/4	30m	5	Full	VRare	Scatter, Tearing
Syrneth				**Proficiencies: 'Ranged 2'**					
BFG	Heavy	4k4 E	2	S/-	60m	40	Full	Near Unique	Volatile
Exotic				**Proficiencies: 'Ranged 1'**					
Musou Saber	Pistol	2k2 I	0	S/3	30m	6	Full	Uncommon	Fencing Weapon (See description)
Sonic Arrow	Heavy	3k2 x	4	S/3	60m	40	Full	VRare	Melee Attach II
Flamer				**Proficiencies: 'Ranged 2'**					
Fire Baller	Heavy	2k2 E	2	S/-	60m	40	Full	VRare	Blast (5), Incendiary
Daemonic				**Proficiencies: 'Ranged 2'**					
Anguish	Pistol	2k2 R	0	S/3	30m	9	2Full	Rare	Accurate, Reliable, Toxic
Earthrender	Heavy	6k4 E	0	S/-	120m	4	8Full	MRare	Blast 5, Incendiary, Recharge, Artillery (See description)
Fracture Cannon	Heavy	4k2 X	8	S/-	90m	8	Special	VRare	Tearing, Volatile
Glaive of Eden	Basic	3k2 E	4	S/3	30m	20	Full	VRare	Twinlinked, Melee Attack II, Reach
Salvation	Heavy	4k3 E	12	S/-	40m	7	Full	VRare	Twinlinked
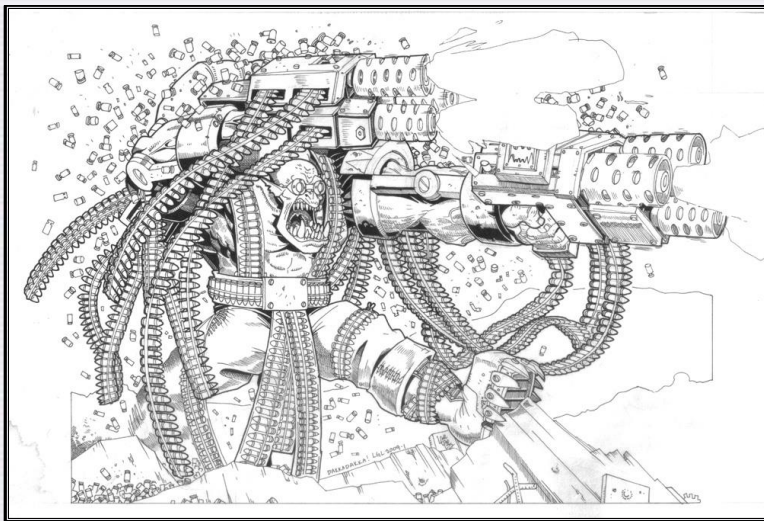
Guns

Ordinary

Double Rifle – Otherwise known as the 'Double Deuce', as its bullets are about the size of a human's middle finger.

Lancer Assault Rifle – Imagine when a machine gun is not enough, and you are too damn busy shooting to pull out a chainsword. This is for you: A weapon designed for close in, down and dirty fighting.

Machine Pistol – Bringing true meaning to the phrase 'quantity over quality.' While smaller caliber than some pistols, but with a rate of fire to rival most rifles – even if the actual magazine is rather short. Reliable, deadly and very good at tearing holes through people.

Room Cleaner Shotgun – With a large magazine, actual magazines instead of loose shells and the large shells actually included, this gun is a nightmare to go toe-to-toe against. If your foe is holing up, accept no substitute.

Masher – Yet another simple application of oddball logic. In this case, revolvers are cool, and shotguns are cool, so why not modify your revolver to fire shotgun shells? (The opposite has been attempted, but never successfully.)

Las

Gatling Lasgun – The common Lasgun, simple and effective. Give it a massive battery pack, multiple focusing arrays and added cooling systems and you have a weapon designed to melt wide swaths of the battlefield.

Flare Prism – A favored weapon of Githyanki raiders. Somewhat stockier than most laser weapons, the emitter is actually fitted with a beam splitter that refracts the beam in several directions at once when fired.

Plasma

Plasma Cannon – Essentially an upscaled plasma gun, the plasma cannon sends out globs of plasma that explode on impact.

Splatgun – Yet more proof that some berks just shouldn't be allowed to design guns, but damned if it isn't awesome to see it in use. Rather thicker than normal for plasma guns, and with a strange design that makes it painfully obvious it's supposed to be a shotgun of some kind (albeit one with three barrels), it fires a glob of semifluid plasma in a high arc.

Bolter

Mini Rocket Gun – After initial failures, a 'cheap' bolter knock off is finally available. On some worlds, it's called the gyrojet. Out in the void, it's a Mini Rocket Gun. That's its damn name.

Bolter Cannon – While less than accurate, it hardly needs it, since it fires explosive rockets that, in turn, contain explosive bolts that are sent blasting through everything unlucky enough to be nearby – perfect for large-scale desecration to enemy forces!

Ravager –Fact: Shotguns are awesome. Fact: Explosive bolt rounds are awesome. Conclusion: A shotgun firing explosive bolt rounds is *double awesome*. The ravager is a massive beast of a shotgun, with four barrels sheathed in metal to form a device as thick around as an Ork's thigh. Firing what amounts to explosive buckshot, the ravager is a terrifically loud and singularly terrifying shotgun with enough explosive power to rip through most spelljammer bulkheads before getting halfway through the clip.

Syrneth

BFG – One of the biggest and baddest guns around. If you're carrying this monstrosity, than there's little you need to fear out in the void.

Exotic

Musou Saber - A common class of gunblade that's short on gun and long on blade. While it blows through most of its ammunition within seconds and is only a modest close combat weapon, it's easy to use and requires no shifting of grip between forms, making it a common sidearm. Its reinforced gun barrel allows it to be used to catch enemy swords much like a basket hilt; the musou saber can be used as a fencing sword in melee.

Sonic Arrow – A more exotic and deadly weapon, the Sonic Arrow consists of a boltgun encased in the shape of a bow and arrow, with cartridges loaded into a slot on the side and the draw serving as the trigger. Both top and bottom of the bow are equipped with vibrating blades, allowing it to be used as a melee weapon in both forward and reverse grips simultaneously. While some power is lost over a traditional boltgun, its flexibility as a weapon is unparalleled.

Flamer

Fire Baller – The Fire Baller is a horrible name for a *very* effective weapon. It fires highly compressed, semi-solid globules of Promethium which detonate on impact, setting the surrounding area on fire.

Daemonic

Daemonic weapons are hideous corruptions of other weapons, crafted of metal infused with so much Warp energy during the forging process that it oftentimes counts as a daemon in its own right. Such weapons often have a horrific, half-organic appearance, featuring flesh and eyes where there should only be metal and jewels.

Anguish – Relatively simple – by the Warp's standards. A mutation of the more common revolver, featuring a distinctive triple-barrel design and, strangely, an eye nestled in the middle of those three barrels, to aid in locating the target. While it can use ammunition interchangeably with the revolver, when fired the bullets become teeth, with no change to the casing.

Earthrender – A marvel of daemonic creativity. Not truly a personal weapon so much as a weapons platform, the earthrender consists of what one might be forgiven for thinking is a pulse rifle, with a human eye placed over the end of the barrel, attached by a rope of human hair to a mobile unit made of what looks to be humanoid body parts, bearing a focusing disk at its top and walking on a number of hands and feet as it follows the rifle's bearer. The disk focuses energy in the direction the eye is pointed, causing a geothermic eruption or similar catastrophic event. Using it effectively, however, requires the earthrender to be braced, not its wielder; as such, it is vulnerable to effects that knock it over or off-balance, requiring a full action to get back up and into firing position. It also cannot be moved and fired in the same round. The platform tends to trail behind its user, showing a slight intelligence as it stays anywhere from 6 to 10 meters back... far enough that it would be spared a shot from another of its kind targeting the user.

Fracture Cannon – A bulky monstrosity similar in design to a heavy bolter, though notably lacking the belt mechanism. The fracture cannon fires barbed rails that resemble red-hot bone, that puncture and stick into the target before detonating. It seems to actually *grow* its ammunition... the rails simply generate from the ether attached to the drum that feeds the chamber, by some mechanism of the Warp. Starting when the clip is emptied, the rails regenerate at a rate of 1 per round. This unfortunately means that, while it employs solid ammunition, the fracture cannon cannot be outfitted with artifact rails.

Glaive of Eden – A distinctive combiweapon given to Cuthbert's justicars. It features a long haft of bone and hide, tipped by a device resembling a fair-sized las rifle sheathed in a vibrating, pearlescent blade. It accepts most forms of rifle ammunition, with distinctive magazines breech-fed through the "counterweight" on the butt end of the haft, and converts these into brilliant blue lasers when fired.

Salvation – The favored longarm among servants of the Blessed Order, a magazine-fed heavy rifle typically crafted of an odd pearlescent material, with stock and grip coated with what seems to be white rabbit fur; users have reported that the stock seems to tense up as the rifle is fired, as if helping the wielder to brace for the recoil. It accepts any sort of rifle ammunition that can fit into its distinctive magazine, which is then converted into a burst of blue energy when fired. Spent magazines are ejected automatically, dropped by the tiny paws holding them in place.

OTHER RANGED WEAPONS

Name	Type	Damage	Pen	ROF	Range	Clip	Reload	Avail	Special
Basketballs			Proficiencies: 'Throwing'						
Soccerball	Thrown	1k2 I	0	-	S★3	-	-	VCommon	-
B-Ball	Thrown	2k2 I	0	-	S★3	-	-	Common	-
Spiked B-Ball	Thrown	3k2 R	2	-	S★3	-	-	VRare	Tearing, Razor Sharp
Mystic B-Ball	Thown	4k2 E	3	-	S★3	-	-	MRare	Power Field, Orgone Array
Dicekind			Proficiencies: 'Throwing'						
Gambler's Dice	Thrown	0k1 I	2	-	S★3	-	-	Uncommon	Luck
Ominous Octet	Thrown	1k2 I	2	-	S★3	-	-	Rare	Luck, Volatile
Warped Dodecahedrons	Thrown	2k3 I	2	-	S★3	-	-	VRare	Luck, Volatile, Orgone Array
Grenades			Proficiencies: 'Throwing'						
Sonic Grenade	Thrown	1k1 I	6	S/-	S★3	-	-	Rare	Blast (8)
Warp Grenade	Thrown	2k2 E	10	S/-	S★3	-	-	MRare	Blast (10)
EMP Grenade	Thrown	(4k3)	(15)	S/-	S★3	-	-	Rare	Blast (5)
Cluster Frag	Thrown	4k2 X	0	S/-	S★3	-	-	Rare	Blast (4)
Transposition Grenade	Thrown	0k0	0	S/-	S★3	-	-	VRare	Blast (3)

New Weapon Property: Luck

A weapon with this quality is effected by luck in dramatic ways. For every 1 you roll in the damage with this weapon, halve the total damage. For every 10, double it. Weapons with this quality can also come back after being thrown at the end of the thrower's turn at their choosing.

Basketballs

While far more likely to be used in sports than as weapon, few have still taken to using B-balls as thrown weaponry. Using a basket ball in melee just means you bounce it off them as close rang, too close to miss catching.

Soccerball – Whether because of budget or a B-Ball ban, soccerballs are sometimes used as a B-Ball substitute.

Basic B-Ball – A standard B-Ball, and the one to which all others are measured.

Spiked B-Ball – After watching a game, one ork thought B-Ball wasn't fighty enough. The spiked B-Ball is the result.

Mystic B-Ball – Inarguable proof that the Syrne were the original practitioners of B-Ball.

Dicekind

Originally created by an individual who wanted an ace in the hole if those he gambled with learned what he *actually* meant be 'prodiguous luck,' dicekind weapons have the *uncanny* ability to always end up back in the throwers hand.

Gambler's Dice – This is a group of 6 enchanted d6 that empathically move at the user's bidding, but the actual rolled amount cannot be determined by the user. They will launch and strike and intercept coming attacks for the wielder, but aren't always reliable.

Ominous Octet – More chaotic and wild than the Gambler's Dice, this dicekind weapon is a set of 8 haunted d8, usually animal spirits bound to the dice but that can vary depending on quality. More prone to devastating blows at the enemy, these die bounce and clatter around wildly when rolled.

Warped Dodecahedrons – Tempting fate by rolling the warp incarnate, these set of twelve d12 are made of warp channeling material that cause warp fluctuations in anyone they strike. Be wary when rolling these dice, sometimes opening the warp can harm you as well as your enemy.

Grenades

Sonic Grenade – A new development, still rare in most areas for the simple reason that they are not 'lethal enough'. While the direct damage of a Sonic Grenade might be little, the vibrations still wreak havoc on living tissue – specifically *brain* tissue. Any being damaged by a Sonic Grenade and whose armor does not completely negate the effect, takes 1 Impact Critical damage to their Head. However, as the vibrations are not exactly lethal, Standard-Issue Sonic Grenades do not have that effect on targets with three or more points of Critical Damage on their Head area. Illegal versions on the other hand, might not be as limited.

Warp Grenade – Having a devastatingly large blast radius, compounded by the fact that they wreck the Veil at the location of their detonation, warp grenades make… a mess, to say the absolute least. Apart from arcs of magical energy that tear through matter like a power sword through butter, one also has to contend with the devastating effects of so blatantly ripping into the Warp; At the moment of the explosion, the user rolls 5k5 and, if any number comes up double, then Psychic

Phenomena are immediately invoked in the location of the Grenade.

EMP Grenade –Instead of looking to outright kill an enemy dead, EMP Grenades seek to remove an enemy's strength and leave them grounded in the Middle Ages. Any machinery within the Blast radius of an EMP Grenade immediately ceases to function. The most vulnerable of them actually get fried and need repairs if they ever are to function again. Beings that are at least partially mechanical take the damage listed in parenthesis, while completely-organic beings are unaffected beyond a feeling of nausea as electrons batter their bodies.

Cluster Frag – Looking like a lumpier frag grenade, the cluster frag contains a number of other, *smaller* grenades that are scattered outward when the device explodes before exploding themselves. The statistics given above represent the parent grenade. When it explodes, it scatters six miniature grenades within 6m; treat these as frag grenades, thrown from the origin of the original blast. High-quality versions have additional child grenades packed inside… a Good-quality cluster frag has seven, and a Best-quality or artifact cluster frag has eight.

Transposition Grenade – The grenade that goes best in twos! Mainly because any number less than two and it doesn't work, but whatever. At least two transposition grenades can be electronically "linked" together and, once all linked grenades are prepared to detonate after having been thrown, everything and everyone in their blast radii trade positions – anyone in the blast of Grenade A gets sent to Grenade B, and vice versa. If there's a Grenade C, those affected by Grenade B are instead sent to Grenade C, and those affected by Grenade C are sent to Grenade A. If there's a Grenade D… you get the idea.

Melee

Name	Type	Damage	Pen	Avail	Special
Ordinary			**Proficiencies: 'Basic' or 'Melee 1'**		
Arm Claw	Melee	1k2 R	0	Uncommon	Arm Mounted
Revolver Gunblade	Melee	3k2 R	0	Rare	Trigger (6, +1k0 damage, Tearing)
Hextech Gunblade	Melee	2k1 E	0	Rare	Trigger (9, Orgone Array, Snare)
Power Folding Chair	Melee	4k2 I	3	MRare	Unbalanced, Volatile, Power Field, Shocking
Parrying			**Proficiencies: 'Melee 2'**		
Jitte	Melee	1k2 I	0	Uncommon	Quick Draw
Hidden Blade	Melee	1k2 R	3	Rare	Arm Mounted, Combat Sheath
Cavalry			**Proficiencies: 'Melee 1'**		
Gunlance	Melee	3k2 R	4	VRare	Reach, Unwieldy, Trigger (3, Flame (10m Range), Scatter, Recharge)
Flail			**Proficiencies: 'Melee 1'**		
Meteor Hammer	Melee	1k2 I	0	Rare	Flexible, Reach
Fencing			**Proficiencies: 'Melee 2'**		
Dust Rapier	Melee	2k2 R	0	VRare	Balanced, Trigger (6, Elemental Shot Compatible, Combieweapon: Revolver)
Two Handed			**Proficiencies: 'Melee 3'**		
Gunhammer	Melee	3k3 I	4	Rare	Two Hands, Unwieldy, Trigger (6, Incendiary, +1k0 damage)
Switch Axe	Melee	4k3 R	2	VRare	Two Hands, Unwieldy, Trigger (6, Reach, Razor Sharp)
Syrneth			**Proficiencies: 'Melee 3'**		
Mage's Blade	Melee	2k2 E	4	MRare	Balanced, Power Field, Magic Enhancement (See Description)
Ballistic Chainscythe	Melee	2k2 R	0	MRare	Arm-Mounted, Throwing, Trigger (6, Flexible, Free Action Return, Combiweapon: Autopistol)
Sniper Scythe	Melee	6k2 R	4	Near Unique	Two-Handed, Unwieldy, Trigger (8, Razor Sharp, Combiweapon: Hunting Rifle)
Beam Katana	Melee	2k2 E	4	Rare	Balanced, Power Field
Chain			**Proficiencies: 'Melee 3'**		
Chain Weapon	Melee	3k2 R	4	Rare	Tearing
Eviscerator	Melee	3k3 R	8	VRare	Two Hands, Unbalanced, Tearing
Unarmed			**Proficiencies: 'Basic' or 'Melee 2'**		
Chainfist	Melee	2k2 R	8	MRare	Brawling, Power Field, Tearing
Power Klaw	Melee	2k2 R	4	VRare	Brawling, Power Field
Pile Bunker	Melee	1k2 I	4	VRare	Brawling, Trigger (6, +1k0 damage, double Penetration)
Ballistic Fistss	Melee	2k1 I	0	MRare	Brawling, Trigger (4, Target Resilience -1, Combiweapon: Shotgun)
Shields			**Proficiencies: 'Melee 1'**		
Shield of Sigmar	Melee	1k1 I	0	VRare	Armored, Defensive, Trigger (5, Incendiary, Power Field)
Daemonic			**Proficiencies: 'Melee 3'**		
Hellblade	Melee	4k2 R	4	VRare	Razor Sharp, Volatile
Manreaper	Melee	6k2 R	8	MRare	Toxic, Unbalanced, Two Hands
Staff of Change	Melee	3k2 I	3	Rare	Power Field, Orgone Array
Lash of Despair	Melee	2k2 R	3	VRare	Flexible, Shocking
Warpsword	Melee	4k3 R	7	MRare	Two Hands, Unbalanced, Volatile

Melee

New Weapon Quality: Trigger

Trigger weapons blur the line between gun and blade, integrating a firing mechanism to enhance a melee weapon. Such weapons have two extra Melee/Ranged Weapon Mods, but remain as melee weapons; it is not capable of being fired on Single Shot, Full Auto, or Short/Point Blank Range regardless of mods. The trigger mods only take effect if the user beats the target's Static Defense with a Free Action Ballistics Test in addition to passing the usual Weaponry or Brawl Test. If used with a Parry action, the Ballistics roll (divided by 2, plus static defense) must exceed the opponent's attack roll.

Trigger Weapons hold an amount of ammo equal to the first number in parentheses. It reloads as a Full Action, and uses up one shot for every attempt to activate the Trigger mods. If the user chooses not to spend ammunition during their attack, or fails the Ballistics Test, the trigger mods do not apply even if the weapon hits. A bad enough Ballistics Test can cause the weapon to jam as per a ranged weapon, but this only affects its Trigger capabilities.

Some Trigger weapons, instead of a mod, may have an integrated Combiweapon. This weapon's range is half of the original weapon's range, and uses the same ammo to trigger the other Mod. Such weapons also require 2 Full Actions to reload, rather than 1. If either the Combiweapon or the Trigger mods Jam as a result of a poor Ballistics roll, both features are rendered unusable until the weapon is unjammed and reloaded.

Ordinary

Arm Claw – Sadly, many species in the Great Wheel lack large teeth and fearsome claws. These arm mounted blades give species cursed with fleshy digits the ability to rip and tear while leaving their hands free.

Revolver Gunblade – Adorning the side of many elite Imperial officers, few bother to even pull the trigger once over the course of their career. Those who do, and learn to perfect the timing of the blade's recoil shockwaves, find the intense vibration can pierce even the hardest armor.

Hextech Gunblade – A favored weapon of the servants of Chaos who delve too deep into the mysteries of the Warp. Pulling the trigger sets off a miniature Rift Torpedo, sending a cocktail of curses coursing through the runes engraved into the blade. The Hextech Gunblade tries to rip out the soul of whatever it cuts in that moment, which could bring them anything from disorientation to damnation.

Power Folding Chair – Originally designed by an unnaturally angry Aasimar, the Power Folding Chair is a terror on the battelfield, knocking enermies senseless before knocking their heads off. It's got a localized power field surging through it that shears through bodies. It also has the unfortunate – for whoever's on the receiving end – quality of arcing with electricity from the internal generator. Conveniently, the chair can be unfolded as a Half Action.

Parrying

Jitte – The Jitte is a simple iron baton with a small hook. It's perfect for bludgeoning people, hooking onto clothes and putting joints out of place.

Hidden Blade – The hidden blade is a complex assembly mounting a simple switchblade underneath the wrist by means of a bracer, with a trigger set so that a simple twist of the hand will operate the mechanism. It's a favorite among those sell-steels that can get hold of one, just for the ease of drawing and sheathing the deadly tool. Versions of Good or better quality (or artifacts) feature a bracer sheathed in metal, granting +1 Armor to the arm wearing the device in addition to other benefits.

Cavalry

Gunlance – The Gunlance is the perfect fusion of bayonet, lance, flamer and shotgun. It's a wonder that nobody thought of it earlier, to be honest. It seems so obvious in retrospect.

Flail

Meteor Hammer – The Meteor Hammer is a single or set of weights at the end of a rope or chain. This chain is swung around in a manner capable of ruining people's day.

Fencing

Dust Rapier – Occasionally used by Magitek Gunmen of the Elven races dabbling in the art of close combat, the Dust Rapier is named after its use of miniscule elemental crystals created as a byproduct of Wraithbone refinement. This allows its wielder to momentarily bind spirits from the dust bullets directly to the rapier, mimicking the properties of Wraithbone blades.

Two Handed

Gunhammer – Most people who favor giant hammers for their weaponry go for what is basically just a fancy rock on a big stick. The discerning user, however, knows that there's something more to it than just that. And that something is having explosive rounds detonate inside the hammerhead on impact.

Switch Axe – The Switch Axe is the ultimate in modern Axe technology, giving you the unbeatable cutting power of a two-handed greataxe with the added reach and penetration of having a Daiklaive flip out through the end of it while you swing. It lets you stab while you slash. It truly is a marvel of the modern age.

Syrneth

Mage's Blade – An absolute marvel of Syrneth technology, the Mage's Blade creates its blade by projecting Warp energy into what amounts to an inwards-focused Geller field. Because of this, it channels energy like few items in the Wheel can – even an untrained spellcaster can use it in place of a Focus. If, however, they know how to use a weapon as a focus, they can use this blade to cast Evocation spells in combat without drawing Attacks of Opportunity. If the user already has that ability, the blade's power is enhanced even further by allowing the user to use this weapon to cast any spell they know, effectively attacking with the weapon to land the spell, as if it was held in a 'charge'. If the spell has a Blast radius, the wielder of the blade is not exempt from it, but does gain the benefit of Aura equal to their Caster level, if that would be beneficial to them.

Ballistic Chainscythe – Despite its intimidating name, the Ballistic Chainscythe is actually a lightweight folding blade which can be thrown at high velocity. A rope or chain is built into the pistol hilt, allowing the Ballistic Chainscythe to take the perfect angle to and from its opponent with the proper application of recoil. Recovering the blade after thrown is a Free Action following a successful Trigger Ballistics test, taking a Half Action otherwise. This weapon has gained considerable notoriety in the slums of the Catfolk and Vanara.

Sniper Scythe – The ancient Sniper Scythe is quite possibly the oldest Trigger weapon design in the Wheel - and the most difficult to use. A rare Grimscythe variant with a rifle mechanism replacing the power field, a Sniper Scythe's massive recoil can only be properly harnessed by one who has perfected the art of Lion Heart, accelerating the scythe into a whirling maelstrom of death. With enough skill and talent, the scythe's blade can come close to the speed of light, its potential exceeding that of the Syrne's own Null Fields.

Beam Katana – A common melee weapon in Syrneth weapon caches, Beam Katanas are a laser emitter built into a hilt that bounces the energy between two collapsible reflectors, but some high quality models restrain the energy only with a power field. Beam Katanas are favored weapons for assassins, quick and precise for killing. Some beam katanas require… *odd* procedures for recharging.
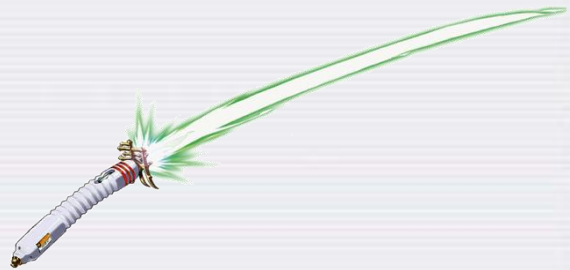
Chain

Chain Weapon – Most commonly taking the form of a chainsword or chainaxe, the more important aspect of the weapon than its shape are the deadly, spinning chainsaw blades. Often sharpened to a monomolecular edge, especially in the higher quality versions of this weapon, the housing usually conceals most of the blade to allow only a single, killing edge to be exposed.

Eviscerator – A vast, two-handed version of a chainsword, "Eviscerator" is the name usually given to these weapons by the humans, who have a distressing habit of arming frenzied, half-naked women with these and throwing them into battle. The weapon is usually twice as weighty as a normal chainsword, at least, and capable of utterly destroying lesser opponents.


Shields

Shield of Sigmar – A Shield of Sigmar, like the faithful few worthy of wielding it, does not merely "defend" order and justice - it obliterates all who dare to stand against them. When all hope seems lost, a pull of the shield's trigger lights up the holy symbol of Sigmar at its center, igniting the holy water coursing through the shield, fueling a majestic display of flame and fury. Any blade, bullet or beast that touches the shield shall turn to ash.

Unarmed

Chainfist – A piece of equipment almost exclusively reserved for the Aasimar, used by highly specialized boarding squads wearing the heaviest of power armor. It essentially has a knife-like chain weapon built into a normal power fist, granting it superior armor penetrating properties. This is used primarily to gain access to spelljammer hulls, cutting through metal doors and internal bulkheads. In a pinch, however, it utterly ruins targets less armored than a typical ship.
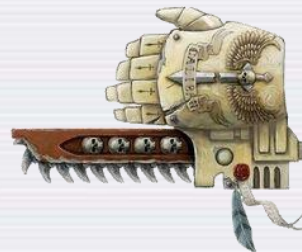
Power Klaw – Always the ones to get their choppy on, the Orks saw a Power Fist and thought it needed something… more. And so, the Power Klaw was born. While other races have taken the design and made their own variations on it, the Ork version of the Power Klaw remains a symbol of what an Ork can do… given proper motivation.

Pile Bunker – Shaped like a bracer with an enormous metal stake, the Pile Bunker uses an explosive force to drive the stake into whatever the wielder happens to be punching. Cocking the piston requires a half action, but can be fired as part of an attack to add +1k0 to the damage and double the Penetration.

Ballistic Fistss – While appearing to be just a pair of ornate, over-mechanized brass gauntlets, the Ballistic Fistss extreme short-range shotgun blasts can greatly amplify the impact of a skilled user's punches, allowing even a lightweight boxer to down a Goliath in a single punch – or so the stories say.

Daemonic

Hellblade – Said to be gifts of Khorne to his chosen, these daiklaives are crafted of blood and fire and imbued with a Khornate thirst for blood.

Manreaper – A terrifying corruption of the otherwise beautiful Syrneth grimscythe. Rusted, pitted and so thoroughly imbued with Nurglite energy that it drools horrific toxins at all times.

Staff of Change – Often bestowed to certain followers by Tzeentch, a staff of change is a long cudgel imbued with warp energy that causes utter chaos wherever it strikes flesh.

Lash of Despair – Some Slaaneshi hierophants occasionally find themselves in possession of one of these lashes. The pain of being struck by this torturous weapon is said to be enough to make Modrons scream.

Warpsword – The blessing of Malal for those champions strong enough to lay hold of its hilt. Lighter and more balanced than the grand daiklaive it resembles, it is a blade forged of terror and malicious intent, quenched in the blood of daemons until it darkens beyond blackest pitch, shining like gold in the chaos of the Warp.

Armor

Armored Bodyglove

Beloved by spies and assassins for the full body protection it provides. Undetectable when worn under normal clothing and armors, the armors worn over it. Best quality when the face masked is pulled up; other equipment worn may still be found. When not hidden by clothes or armor, adds +2k0 to stealth checks in dark or shadowy locations. The Armored Bodyglove bodyglove adds its AP to light bodygloves hide their wearer from auspex and heat-based sensors.

Ballistic Vest

A protective vest with pockets designed for holding and easily flak plates as a lighter and cheaper alternative to military-grade flak armor. Increase the AP of the vest by 4; the first attack that bypasses armor and deals damage to the wearer, reducing it to normal effectiveness until replaced. Replacing the damaged ceramite takes 2 Full Actions.

Blastguard Helmet

This dayglo accoutrement is frequently found in construction and machine yards, and protects the wearer from the errant tools, falling debris, and explosive shrapnel that often litter construction sites. The Blastguard helmet doubles its AP against weapons with the Blast quality, provided the wearer was not subjected to a direct hit by the weapon.

ARMOR

Name	AP	Max Dex	Avail	Loc. Covered
Light				
Armored Bodyglove	1	-	Rare	All
Ballistic Vest	1	5	Com	Body
Explorer Hood	1	-	Uncom	Head
Plug Suit	1	-	Rare	All
Blastguard Helmet	2	-	VCom	Head
Explorer Storm Coat	2	5	Uncom	Arms, Body, Legs
Painspike Armor	2	-	Com	Arms, Body, Legs
Scout Recon Helmet	2	-	Rare	Head
Burnscour Beast Hide	3	4	Rare	Arms, Body, Legs
Flexsteel	3	-	Uncom	All
Guardian Armor	3	-	Rare	All
Mesh Legging	4	-	Rare	Legs
Scout Recon Armor	4	5	Rare	Arms, Body, Legs
Medium				
Frost Thermal Armor	4	3	Com	All
Firewarrior Armor	5	4	Uncom	All
Pathfinder Armor	4	4	VRare	All
Terminus Armor	5	4	VRare	Arms, Body, Legs
Heavy				
Engine Boilerplate	5	3	Rare	All
'ard Hat	6	5	Uncom	Head
Deflection Plate	6	2	Rare	Arms, Body, Legs
Extreme				
Hazardous Exposure Suit	8	3	VRare	All
Gromril	9	2	MRare	All
Power				
Mega Armor	11	2	VRare	Arms, Body, Legs

Burnscour Beast Hide

The planet Burnscour is one of the most fantastically lethal deathworlds found that is also capable of supporting colonization efforts – short lived as they often are. As nearly every form of plant life secretes horrible toxins, and the very rain itself is flammable, the creatures that stalk its often blazing jungles have adapted heavy, resilient hides capable of shrugging off the worst their home can throw at them as well as - worryingly - boltershells. Gain +1k0 to resist Toxic effect from weapons, and to avoid being set on fire.

Explorer Hood

A catch-all term for any number of headgear with built-in sensors and equipment designed to find and record new discoveries, and to protect the wearer from what they have discovered.

Poor examples come built in with a filtration system that grants a +2k0 to resist airborn hazards. Common and better hoods also have a rebreather attached with 1 hour of air; an additional component from the options below for good, and two for best craftsmanship items. Explorer Hoods may have: Auspex, magnoculars, microbead, pict-recorder, torch, +1k0 to sight based perception checks, or audio tuner that provides +1k0 to verbal social tests.

Explorer Storm Coat

The storm coat appears as a long, heavy trench coat, often made to appear as leather or heavy cloth. Underneath it contains concealed ceramite plating and mesh that provide much greater protection than might be suspected. Woven into the lining are power cells which recharge from body motion and power temperature regulation devices which keep the wearer from suffering from temperature extremes.

The coat provides +2k0 to resist environmental hazards; common quality coats also have one feature chosen from below, with good and best quality coming with two and three respectively. Explorer coats may have: onboard auspex, +1 to AP, Flak upgrade, Hidden compartments (+2k0 to secret away items on person), poison proofed (+1k0 resist toxin), fire proofed (+ 1k0 to avoid flame weapons), stalker upgrade (+1k0 to stealth checks), a built-in tool or kit selected from the gear section, or a water collector that absorbs sweat and ambient humidity, then purifies it for a day's worth of drinking water.

Painspike Armour

Usually donned by the psychotically bloodthirsty, painspike armour is covered in jagged edges, brutal spines, and, often, tetanus. The wearer is always considered armed with a knife, and may spend a reaction to make an extra knife attack while grappling.

Plug Suit

Designed for use by aerospace pilots, plugsuits are tight suits that regulate bloodflow and temperature for the pilot, and include a built in Mind Impulse Unit of same quality as the suit, and a voidsuit in case of catastrophic vehicle failure. Additionally, wearers add +1k0 to pilot and drive checks due to the carefully controlled flow of blood and adrenaline.

Scout Recon Helmet

A moderately protective helmet that features advanced systems to aid scouts and explorers.

Helmets of at least common quality feature built in magnoculars, good or better quality allow the wearer to see in the dark, and best quality also provide +1k0 to sight and sound perception tests.

Firewarrior Armor

Standard armor for the Tau Firewarriors, and specially designed for the long range tactics they prefer. Stabilizers in the armor mean wearers firing at targets at extreme range only take penalties for long range.

Pathfinder Armor

Scouting armor for the Tau pathfinders, the chameleoline upgrades allow unparalleled stealth.

Pathfinder armor grants the wearer +2k0 to stealth checks; if stationary for at least 1 round, then the wearer is also considered 1 range bracket further away when targeted by ranged weapons.

Terminus Armor

Jealously guarded by any who find it, the Terminus armor is loaded with reactive defenses, and is especially favored by rogues out in the periphery of the Wheel.

Once per scene the wearer may take a half action to engage the active defenses of the armor, increasing AP by 3, but reducing speed and max dex by 1 as the inner layers solidify; this lasts 3 turns, returning to normal at the end of the wearer's third turn.

Frost Thermal Armour

Developed for work in high-temperature environments such as inner planets or reactor heat exchangers, thermal armor is a combination of thermally conductive weave and layers of flame-resistant materials.

Frost armor includes a re-breather, allowing the wearer to comfortably withstand high temperatures and be protected against smoke inhalation. The suit protects its wearer from being on fire; penetration from flamers and other flame based attacks (DM discretion) cannot completely overcome the thermal armor's AP, and as such thermal armor cannot have its AP reduced to less than 2 by these weapons.

'ard Hat

A heavy helmet of orkish manufacture, often customized with the charms and trophies of a life of violence.

In a addition to the normal rules, ard hats of good and best quality feature an iron gob that increase intimidation and command skill checks by +1k0 for good and +2k0 for best quality. Iron gobs may provide extra bonuses or penalties at DM's discretion due to the nature of the accoutrement.

Deflection Plate

Designed around obtuse angles instead of natural body shape, deflection plate is intended specifically to redirect instead of stop incoming rounds and blows.

Increase AP by 3 against I and R attacks.

Engine Boilerplate

Less combat armor than a suit of galvanized rubber covered in heavy steel plating treated to protect the wearer from the radiation and crackling energy so commonplace in spelljammer engine rooms and plasma drives. This armor doubles its AP versus attacks with the energy type. After 2 hours in the suit the wearer must take a TN 5 willpower check or gain a level of fatigue due to the extreme weight and closeness of the armor. Test again every hour after the first test, increasing the TN by 5 each time.

Hazardous Exposure Suit

Based on Stormtrooper armor and designed originally for use by the Steel Legion from the heavily-industrialized hive-planet of Armageddon, this suite of survival equipment is intended for explorers who must brave the toxic, radiated wastelands for long periods of time without the protection of a vehicle.

Filtration systems in the helmet grant a +2k0 to resist airborne particles and toxins, and the special treatment to the armor grants a +1k0 to resist environmental effects.

Gromril

Wrought hot from the beating heart of planets, it is said that even if the full weight of a world came down around the head of someone in gromril armor, they would not be injured. Precious few suits of Gromril armor are forged by the hands of the squats, and even fewer are available for other races, so it is no coincidence that only the most powerful individuals wear it.

Poor quality Gromril armor is not available. The protection that Gromril armor provides can never be entirely negated; if ever a weapon's penetration would negate the armor's AP, reduce the damage dealt to the wearer by 1 HP to a minimum of 0; best quality reduces HP lost by 2.

Mega Armor

Enormous suits cobbled together, riveted into the shape of a body, and powered by exhaust belching engines, mega armor is ork the answer to the power armor of other races. Though it seems barely held together at a glance, it is enormously sturdy and features impressive redundancies.

Once per scene, when the armor takes a hit, the wearer may negate the hit and any effects it would have caused as ablative armor shears off. When this hit is ignored, reduce the armor at the hit location by 4; this lasts until the armor is repaired by spending 1 hour per AP lost working on it and passing a TN 20 craft check. If at any point the armor on any location reaches 0 by this process, the mega armor suffers catastrophic failure, destroys itself, and deals 3k2 R damage to the wearer as the suit's servos rip itself apart.

Gear

3D Maneuver Gear

3D Maneuver Gear is a harness and grappling hook system developed in a Crystal Sphere named Kyojin to fight against a massive menace troubling them. It consists of a belt/harness, two tanks of gas, hand mounted controls for aiming the grappling harpoons, and a gas fueld turbine mounted on the small of a back. Operating the 3DMG is done through two basic actions. Anchoring, which is a half action, requires a ballistics test against the target you want to hook yourself into, possibly two tests if you anchor at multiple positions. The 3DMG has a range of 30m, you modify the ballistics test as normal for range (Short/Long/Extreme) in accordance. The other action is Maneuvering, which is another half action to activate, using bursts of gas and the harness's internal mechanics you pull yourself to your target. This requires an Acrobatics test with a TN equal to your result on the Anchoring test, modified the same as whatever penalties or bonuses the Anchoring action may have had based on range. Anchoring into something causes 5 points of damage, if this is more than the cover rating (or armor/resilience if unarmored, for living beings) the anchoring fails. Maneuvering to a living being requires an opposed test, the target's strength in rolled and kept dice versus the user's size in rolled and kept dice, the loser being moved to the winner. Poor craftsmanship 3DMG inflicts a -5 penalty to Maneuvering tests, where those of Best craftsmanship gives a +5 bonus instead.

Air Gears

Air Gears are similar to standard mundane rollerblades, but incorporate magic into their design in ways that puts them leagues apart. Empathic spells let a wearer use Air Gears to perform hairpin turns and accelerate and deccelerate at will; though like rollerblades they are easy to lose balance with. When using an Air Gear you are allowed to run as a half action once per scene, and use Acrobatics (or possibly Athletics) other skills/attributes for movement. Tricks have a TN set by the GM. Failing a

GEAR	
Name	**Availability**
3D Maneuver Gear	Very Rare
Air Gears	Rare
Earmuffs	Very Common
Gillsuit	Uncommon
Long Fall Boots	Very Rare
Meditant's Earmuffs	Rare
Mobility Mechadendrites	Uncommon

movement-based roll while using Air Gears makes you roll on the Vehicle Out of Control chart, applying the result to yourself and becoming prone no matter what. Using an Air Gear as a melee weapon is like normal Improvised Weapon rules, except it is used with Brawling instead of Weaponry. Air Gears of Good craftsmanship tend to have custom designs and casings. Those of Best craftsmanship treat Impossible Terrain as Difficult Terrain, where Poor craftsmanship Air Gears treat Difficult Terrain as Impossible Terrain.

Earmuffs

Simple, usually fluffy coverings for one's ears, generally meant to keep them warm. Earmuffs muffle sounds when worn, providing a +1k1 bonus to saving throws against spells and effects based on sound (such as the Suggestion or Demand spells, or the Sage's Thunderous Rebuke power), and a -2k0 penalty to Perception tests based on sound. Wearers that can't be deafened don't take this penalty.

Gillsuit

These sealed suits are designed to trap water against the surface of the skin, and are designed with a slightly modified rebreather and air filter to humidify air taken in from outside. This allows creatures sensitive to dry environments to maintain a comfortable level of humidity. The canisters used in a gillsuit aren't any larger than those used for a voidsuit or rebreather, but use less water at a time, allowing them to last up to six hours.

Long Fall Boots

A pair of boots designed to mitigate blunt force trauma from, say, falling off a building; however, these aren't very much use if you don't land on your feet. Use requires an acrobatics test against a TN of 15 when one would take fall damage, and a success halves the damage taken. Good and above quality boots are nigh indestructible and absolutely will not break due to the force of a landing.

Meditant's Earmuffs

Much better-made earmuffs made specifically to block out white noise. These function just like more common earmuffs, providing a +2k1 bonus on saving throws against sound-based effects, and Deafening the wearer while worn. A wearer that can't be Deafened gains Heightened Senses (Hearing), as this wonderful accessory makes it even easier to hear important things. If such a wearer already has that feat, they gain an additional +2k0 bonus on saving throws and on Perception checks involving sound.

Mobility Mechadendrites

Mobility Mechadendrites are a set of four to six long, spider-like limbs that retract into a central pod, usually mounted between the shoulder blades or at the small of the back. Extending or retracting these is a free action. While extended, the mechadendrites act as bionic locomotion, lifting the wearer a full meter off the ground. The nimble structure of these limbs allows the wearer to ignore movement penalties based on terrain.

New Magical Material
Adamantine

Adamantine is an odd cyan metal that develops in tangled strands in stone exposed to large amounts of magical energy, first discovered in small amounts in the depths of Pandemonium. These strands, once extracted, can be woven into shining silk-like cloth as well as compacted into wafers; unlike the other magical metals, any armor can be made from adamantine. Objects thus crafted seem to feed on magic, growing warm in its presence as they leech on the residual energies.

The presence of adamantine in a cloth weave has remarkable effects on what would otherwise be ordinary cloth. Ordinary clothes made with as little as ten percent adamantine fibers can offer protection rivaling common mesh armor, and clothing made with thirty percent or more rival flak armor in its protection rating. Heavier armor employs shaped wafers in addition to cloth weave of no less than fifty percent adamantine fibers, and is known to restrict movement far less than even mithril does.

Weaponmakers employ adamantine differently depending on the weapon in question. Lighter than steel and far stronger, with its unique appetite for magic, adamantine is most often used to edge bladed weapons, with a backing of durable steel to keep its weight up, though Syrneth weapons have been found that consist of merely a wireframe shaped into the semblance of a weapon with adamantine netting filling the gaps. Flails typically employ a ribbon of adamantine cloth in the place of more fragile chains, and like hammers or other crushing weapons they tend to menace with spikes of adamantine on the business end, if they aren't created by wrapping a heavier metal in a sheath of adamantine cloth.

A bionic arm or leg of adamantine is crafted in similar fashion to a glove or a sock, in reverse; adamantine threads are sutured to the stump, and from there they are woven into a likeness of the missing limb. A bionic heart simply requires the threads to be woven into the actual organ, which resumes beating as if nothing had happened afterward.
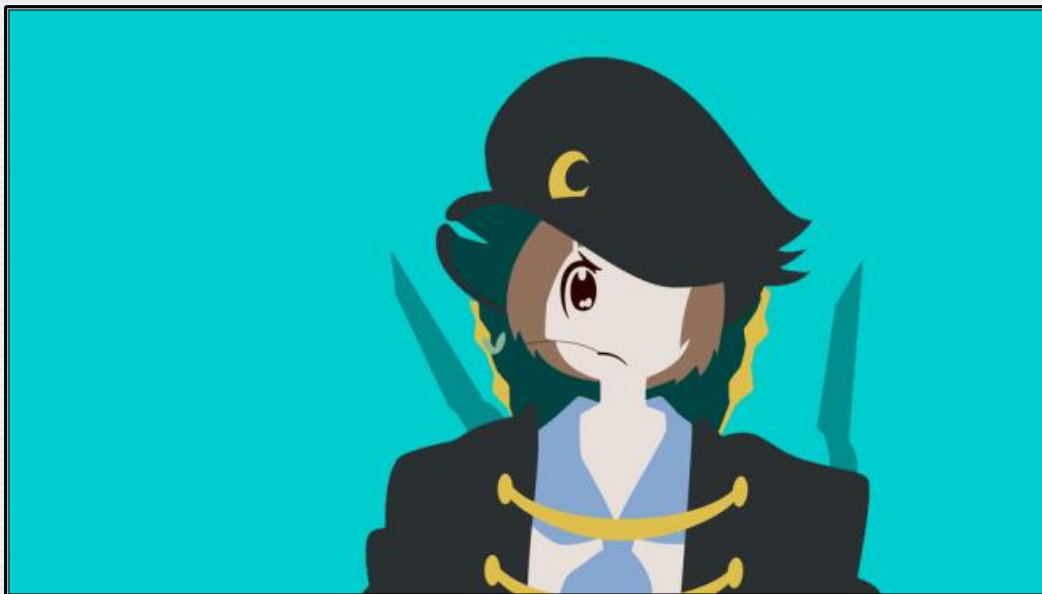
Special: Proximity to adamantine interferes with magic. Any character casting a spell within 10m of exposed adamantine (a weapon, armor, or cybernetic arms or legs, but *not* special ammunition or a bionic heart) takes -2k1 on the Focus Power test.

Melee Weapon: The weapon ignores the Daemonic trait. It also ignores magical defenses against attacks (such as the Shield or Mage Armor spells) unless the target succeeds on an Arcana + Willpower test opposed by your attack roll.

Ranged Weapon: The weapon ignores magical defenses against attacks (such as the Shield or Mage Armor spells) unless the target succeeds on an Arcana + Willpower test opposed by your attack roll.

Special Ammunition: Adamantine strands are woven tightly around a lead slug and compacted by the casing. Adamantine ammunition ignores the Daemonic trait.

Armor: The Max Dex of adamantine armor is increased by 1. Adamantine armor provides only half the normal penalty for wearing it, and no penalty at all for heavy armor if proficient. Armor that isn't primarily metal can be made from Adamantine, and generally resembles normal clothing.

Bionic Arm: The arm ignores critical damage caused by magical sources. By spending a Resource Point, the user can gain the benefits of an Adamantine melee weapon on unarmed strike attacks made with the bionic arm, and change the damage type from I to R if desired.

Bionic Locomotion: Gives the user +2k0 on Athletics and Acrobatics tests, and ignores critical damage caused by magical sources.

Bionic Heart: An adamantine heart bolsters its wearer's magic resistance. You gain the Magic Resistance asset. If you already have it, increase the TN of all spells targeting you by your level.

Promethean Material Asset: Adamantine is an ultralight blue-green metal that inhibits the effects of magic. Gain Aura equal to 3 + your Generation that does not stack with other sources of Aura. You can spend a Pyros to increase your Aura by 3 until the end of the scene.

New Vehicle Drive
Munchausen Drive

Drive Rating: 10 (Flying

A Munchausen Drive is the means by which vehicles smaller than spelljammers can escape into the starry void. It typically does this by using incredibly powerful reactors to send the vehicle in a straight line so fast that it just shoots off in to space. While this allows for space travel, it also makes it… a little dangerous to use within an atmosphere.

★ *Falin*: A Vehicle with this drive is restricted in how it may move within a planet's gravity. If a vehicle is using this drive within the atmosphere of a planet, it may only make Punch-it actions to accelerate, and may not change its direction. The vehicle must reach momentum 10 to maintain escape velocity. If it fails a test, or attempts to change course while still within the planet's gravity, it goes Out of Control.

★ *Sub-Aether mode*: A Munchausen Drive allows for a ship to travel through the Warp in the same fashion that large ships do, despite the smaller size, thanks to a complex and compact power source.

Special: When building a ship with a Munchausen Drive, environmental seals have a cost of 0.

Special: Despite being a space-faring vessel, it is unlikely a vehicle sporting a Munchausen Drive can take a hit from a spelljammer's armaments, or deal comparable damage in return. For more details on the matter, please refer to Book 2.

Vehicles

Note: Vehicles shown here were made using the vehicle creation rules in Book 2. You should look there if you want to make a few of your own!

Tracked APC

First fielded by mechanized infantry units on lower tech planets, variants of the tracked APC are still utilized by larger military forces for their stalwart performance and amphibious drive capabilities

Accel 2, Speed 3 Size 10 Maneuver 0
Tracked Drive
Miniaturized Cockpit, Miniaturized Variable Drive (Naval), Light Hardened Armor, Miniaturized Passenger Space x4 (8 people), Miniaturized Copilot, P-Weapon Mount
Special: May ignore the Islandhome rule of Naval Drives.
Total Cost: 122
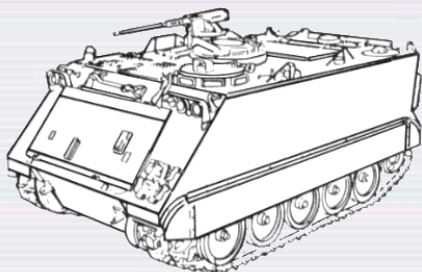
Hover Bike

The Hover Bike is the pinnacle of irresistibility for teenage boys looking to impress girls and middle age men having a mid-life crisis.
Accel 3, Speed 5, Size 4, Maneuver +5
Hover Drive
Light Standard Armor, Miniaturized Cockpit, Cargo Space (.5 cubic meters), Open Topped
Total Cost: 75

Cigarette Boat

Designed as a fast smuggling vessel to get you from pickup to drop off as quickly as possible over water, the Cigarette Boat is designed to do just that. It has a nice big engine, large storage for its size and a sensor suite designed to help it stay hidden.
Accel 4, Speed 6, Size 12, Maneuver +0
Naval Drive
Miniaturized Cockpit, Composite Frame, Passenger Space, Hidden Space x2, ECM, Partial Wing 2, Sensor System, Open Topped
Fragile
Total Cost: 153

Thunderbolt

When you're hunkered down behind a sliver of cover taking heavy fire, there is no more reassuring sound than the twin engines of the Thunderbolt screaming in from the distance. That's what you think anyway, until you hear it begin to unload its heavy ordinance. *Then* you know the most reassuring sound you'll ever hear.
Accel 5, Speed 10, Size 16, Maneuver +5
Aerospace Drive
Cockpit, Heavy Ferro-Fibrous Armor, Environmental Seals, Ejector Seat, Reinforced Frame, Basic Equipment
Light Punisher Gatling Cannon
Total Cost: 275

LRM Carrier

The LRM Carrier eschews all other weapons for a pair of Long Range Missile launchers. To make room for the extra ammunition the already barren cockpit has been slimmed down even further.
Accel 2, Speed 5, Size 12, Maneuver -7
Tracked Drive
Miniaturized Cockpit, Copilot Seat, Medium Hardened Armor
LRM Launcher x2
Overheating, Fragile
Total Cost: 100

Dreadnought

A large, walking tank which carries both powerful guns and lethal close combat weaponry, armored to withstand all but the most powerful of firepower. Each Dreadnought contains a living being, permanently interfaced with the machine through a form of Mind Impulse Unit. Dreadnoughts are surprisingly agile, able to walk and balance with the ease of a living creature.

Accel 2, Speed 3, Size 13, Maneuver +5
Walker Drive
Coffin, Medium Hardened Armor, Environmental Seals, Reinforced Frame, Manipulator Arms, +3 Strength
P-Weapon Mount x2
Interred: Having nearly died, little of you is left. The parts that are only survive via the systems built in to a Dreadnought.
Total Cost: 162

Magitek Armor

Magitek Armor is a vehicle specifically developed for channeling the Warp. The vehicle offers impressive amounts of protection for the passenger and an ability for them to put their mind bullets to use with an excellent view of the battlefield.

Accel 1, Speed 3, Size 8, Maneuver +0
Walker Drive
Miniaturized Cockpit, Light Hardened Armor, Light Hexagrammatic Wards, Void Shield 10, Basic Orgone Antenna, Open Topped
Total Cost: 91

Land Speeder

The Land Speeder is a light anti-gravity vehicle which serves as the primary reconnaissance, scouting, resupply and fast attack vehicle.

Accel 4, Speed 6, Size 12, Maneuver 0
Hover Drive
Cockpit, Copilot, Light Hardened Armor, Open Topped
Personal Weapon Mount (Manned by copilot)
Total Cost: 158

Main Battle Tank

Most races have some variation of a main battle tank. While aesthetics change, the overall functionality remains the same – a heavily armored vehicle capable of dishing out damage as well as it takes it.

Accel 4, Speed 3, Size 18, Maneuver 0
Tracked Drive
Cockpit, Miniaturized Copilot Seat x3, Heavy Hardened Armor, Reinforced Frame
Turret-mounted Autocannon/5
Forward-mounted MP Lascannon
Total Cost: 257
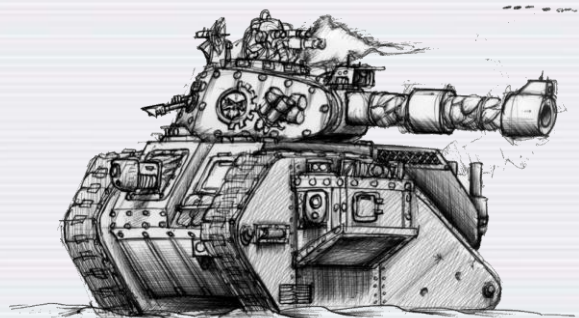
Heavy Combat Bike

Well-armored and well-armed bikes, used by those who wish to tear up opponents as well as asphalt.

Accel 3, Speed 7, Size 9, Maneuver +3
Wheeled Drive
Cockpit, Medium Hardened Armor, Reinforced Frame, Open Topped
Personal Weapon Mount x2
Total Cost: 92

Gun Drone

An unmanned aerial vehicle (UAV), colloquially known as a drone, is an aircraft without a pilot on board. Its flight is controlled either autonomously by computers in the vehicle or under the remote control of a pilot elsewhere.

Accel 4, Speed 5, Size 3, Maneuver +10
VTOL Drive
Remote Uplink System, Light Standard Armor, Cargo Space (.5 cubic meters)
Personal Weapon Mount
Total Cost: 109

Stinger BattleMech

A light BattleMech built for roles such as reconnaissance, scouting, raiding, and more. With a light but varied armament and jumping capability, it's suitable for several roles.

Accel 4, Speed 6, Size 15, Maneuver +5
Walker Drive
Cockpit, Light Hardened Armor, Manipulator Arms, Standard Jump Jets, Sensor Suite, Basic Equipment
Omnimount
Personal Weapon Mount x2
Total Cost: 217

Rifleman Battlemech

Designed as an anti-aircraft BattleMech, the Rifleman mounts a wide array of long-ranged weaponry. Its targeting system makes the Rifleman excellent at its designated role, but light armor and poor heat management make it a merely adequate solution against earthbound opponents.

Accel 2, Speed 3, Size 20, Maneuver +5
Walker Drive

Cockpit, Medium Hardened Armor, Standard Sensor System, Basic Equipment, Onboard AI w/ TAPS/4 Ballistic Chip and RAM/3 Array
Ultra Autocannon/5
Multilas
Personal Weapon Mount x2
Overheating
Total Cost: 189

Cyclops BattleMech

A heavy assault BattleMech for use by field commanders. A decent mix of weapons provides the Cyclops with both long- and short-range firepower and a sizable engine to keep up with mobile operations. More importantly, a holographic battle computer allows for easy commanding of brigades, while a built-in comm suite allows for planet-wide communications.

Accel 2, Speed 4, Size 23, Maneuver +0
Walker Drive
Miniaturized Cockpit, Ejector Seat, Medium Hardened Armor, Advanced Sensor Suite, Manipulator Arms, Environmental Seals, Basic Equipment, Copilot
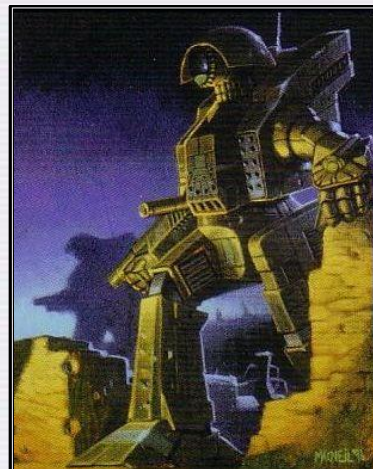Miniaturized Autocannon/20
LRM Launcher
Multilas
SRM Launcher
Only One Ejector Seat: The copilot best trust the person behind the wheel – in the event of the Cyclops' destruction, only the primary pilot is ejected. The copilot must claw their way out of the wreckage.
Total Cost: 356

Blitz Aerospace Fighter

Aerospace Fighters are designed to work in atmospheres or in the void; they fill a number of niches, from reconnaissance, escort and assault. The Blitz model is designed for lightning strikes and quick retreat. Fly in, do the damage and get away. The LRM rack and PPC provide a respectable punch at varying ranges and the rear mounted Ultra AC/2 is an effective deterrent to pursuit.

Accel 4, Speed 13, Size 20, Maneuver +0
Aerospace Drive
Cockpit, Medium Harden Armor, Environmental Seals, Basic Equipment
Particle Projection Cannon
LRM Launcher
Rear-mounted Ultra Autocannon/2
Total Cost: 255

Stealth Bomber

Designed to avoid detecting use all sorts of advanced technology, stealth bombers have the simple goal of flying in unnoticed, unloading their ordinance, and then getting the hell out.

Accel 2, Speed 10, Size 23, Maneuver +0
Aerospace Drive
Miniaturized Cockpit, Light Hardened Armor, ECM, Environmental Seals, Thermoptic Camo, Advanced Sensor System, Basic Equipment
Homing Arrow IV Launcher
Total Cost: 188
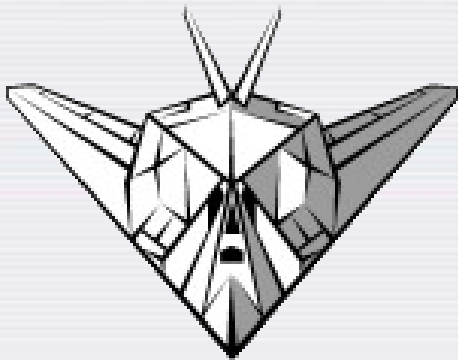
Mobile Medicae (Floating Bandage)

In the Great Wheel there are endless ways to become hurt, maimed and killed. Modern military forces cannot treat all injuries on the front lines and those forces compassionate to offer more than a mercy killing to their wounded generally have some form of armored ambulance. The Mobile Medicae is a high tech example. It featured a stabilized hover drive to give the injured and their attendants the smoothest ride on the way to hospital. Those forced to provide overwatch to the vehicle derisively call it the Floating Bandage.

Accel 4, Speed 5, Size 15, Maneuver +5
Hover Drive
Miniaturized Cockpit, Light Ferro-Fibrous Armor, Passenger Space x4, Cargo Space (2 Cubic Meters), Basic Equipment
Medical Stocks: The Mobile Medicae has ample supply to treat most any injuries seen on the front lines. All Medicae skill test are at +1k0.
Total Cost: 163
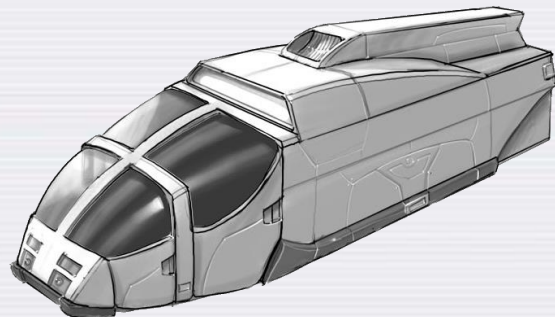
Additional Ship Components

New Hulls

Kitty Hawk-class Strike Carrier

Considered by many to be the first hull specifically designed to bear strike-craft into combat, the Kitty Hawk is noteworthy for its nigh-complete lack of armament but excess of Tactical console slots, allowing it to carry quite a few wings into battle. Its speed allows it to easily act as a mobile resupply point for its fighters, as well as weave around the edges of a pitched battle and deploy bombers strategically to pick off unsupported vessels. While somewhat expensive to equip and supply, it is best not to underestimate its tactical value.

Hull Class: Destroyer
Cost: 35 BP
Crew: 22
Hull Strength: 35
Maneuverability: +0
Acceleration: +5
Speed: 9
Sensors: +5
Consoles: 1 Arcana, 2 Engineering, 3 Tactical, 1 Universal
Weapons: 1 Forward

Dunwich-class Ship of the Line

Intended to serve as a high-firepower Cruiser capable of strafing with heavy guns or forward/rear 'broadsides' with side-mounted batteries, the Dunwich can hold its own in most combat situations. It is - however - an aging design, and as such lacks the natural capacity for Arcana modules that most other shipwrights would take for granted, as well as having rather sluggish propulsion systems.

Hull Class: Cruiser
Cost: 50 BP
Crew: 20
Hull Strength: 80
Maneuverability: -5
Acceleration: -5
Speed: 6
Sensors: -5
Consoles: 1 Command, 3 Engineering, 2 Tactical, 1 Universal
Weapons: 3 Port, 3 Starboard

Blood Wind-class Basestar

First designed to act as a tender for numerous strikecraft squadrons, the Blood Wind-class hull - like most carriers, both sea and spaceborne - is capable of projecting force over a large area due to the nimbleness of aforementioned strikecraft, provided it has dedicated hangar space. While not the most heavily armed and armored battleship-size craft, it can be refitted to serve most other needs, thanks to its unsurpassed crew capacity and space for Tactical, Engineering, and Universal modules. Potential alternative uses include acting as a torpedo depot, marine transport, flagship, or bearer of CIWS/ECM equipment.

Hull Class: Battleship
Cost: 90 BP
Crew: 30
Hull Strength: 75
Maneuverability: -10
Acceleration: -5
Speed: 4
Sensors: +5
Consoles: 1 Arcana, 1 Command, 2 Engineering, 4 Tactical, 2 Universal
Weapons: 2 Forward, 2 Rear

Mayflower-class Liner

Once intended to slowboat to other Crystal Spheres through the Astral Sea, the Mayflower-class began to see use as a personnel carrier for both naval officers and marines after humankind obtained Warp travel capabilities. Capable of carrying an astounding 3,000 sapients right out of the drydock - although only 400 can be up and about at once, due to a life-support system designed in a more civilized age - it's an invaluable asset for both boarding and planetary invasion operations. It is, however, a slug among slugs - don't expect it to be going anywhere fast, and by any definition of fast.

Hull Class: Battleship
Cost: 90 BP
Crew: 8
Crew Stasis Capacity: 52
Hull Strength: 50
Maneuverability: -15
Acceleration: -10
Speed: 3
Sensors: -5
Consoles: 1 Command, 4 Engineering, 1 Universal
Weapons: 1 Forward, 1 Rear

New Weapon Type: Point Defense

Any fast-tracking and accurate close-in weapon system designed to intercept and destroy guided ordnance before they can impact with their intended target can be listed under the general category of Point-Defense - and due to the pinpoint precision they require, weapons of this type may only be mounted in Lance batteries. They may be fired as a reaction to a torpedo being launched from or at a ship within the weapon's firing range and arc, or the ship bearing the point-defense itself, if they have not already been used this round. This is treated as a Shot Guns test, with the torpedo's "static defense" being its roll to hit the ship - and, should the test end a success for the defender, the torpedo is destroyed. Due to their reliance on accuracy instead of caliber, they take -2k1 to Damage, -3 to Disruption, -5 to Critical rating, but receive a +15 bonus to Accuracy in turn. Point-Defense batteries cost an additional 5 BP.

New Torpedo: Spore

Dam	Dis	Crit	Acc	Rng	Arc	Cost
0k0	0	N/A	-10	15	Narrow	6

"Sporeheads," so-named for the most noticeable effect of their use, (widespread ecological damage due to the spread of a superbly engineered collection of fast-growing fungi) happen to be outlawed in just about every remotely civilized Crystal Sphere, and those found to possess them tend to be branded terrorists and given the death penalty. This is a consequence of the inhumanity of this weapon; while Sporeheads do not do damage directly, they instead bore into a targeted ship - provided its shields are down - and release a murderous combination of pathogens and the toxic brew they inhabit while in transit to a target ecology. Not only is this very unpleasant - and lethal - to anybody with the misfortune of sharing a room with the torpedo, but this can also be lethal to anybody sharing a ventilation system with it as well. Needless to say, the lucky ones are those who die fast. Should a Sporehead impact with a ship without active shields, 4 Crew are immediately lost, and - until a Command test against a TN of 20 to effect a quarantine is passed - two more Crew will be lost every round afterwards. Should another Sporehead impact, the vessel only loses 4 more Crew - the deaths-over-time thing doesn't stack.

When used in Planetary Bombardment, Sporeheads disperse their payload in the upper atmosphere; it can be days or weeks before the microbe invaders, dispersed across tens or hundreds of kilometers, land and begin to wreak havoc on both the local ecology and any people who happen to be living in it.

New Components

ARCANA CONSOLES
Warp Chaff Emitter
Arcana Console

Cost: 25

A crude Thaumaturgic Countermeasures system, Warp Chaff serves to - rather than hide a vessel from notice - make a ship and its general surroundings the most enticing target for guided weaponry by swamping sensors in false augury returns. Should a launched hostile torpedo have a ship with an active Warp Chaff system within its range and arc, it will be attracted towards it and veer from its intended trajectory to instead attack the ship with the active Chaff console - suffering a -5 penalty to accuracy in the process. The launching ship may, through an opposed Arcana test against the Chaff-emitting ship, attempt to return the torpedo to its original course. Should an Emitter-equipped ship be jammed, the Emitter will offline and may only be returned to activity when the ship is not suffering the effects of a jam. Activating an Emitter is a complex and tedious task not entirely unlike booting up, operating, and maintaining a UNIVAC, and therefore requires an Arcana test against a TN of 15; however, once online, it may be deactivated at will by the Chief Arcana Officer of the ship.

Flux Disentangler
Arcana Console

Cost: 10

A Flux Disentangler serves to increase a ship's resistance to jamming attempts by allowing it to neutralize sensor noise. The ship receives two free raises on all rolls made to counteract jamming.

COMMAND CONSOLE
Ansible
Command Console

Cost: 15

A Fleet Command Link, colloquially known as an Ansible, allows a single designated Admiral to extend the jurisdiction - and therefore bonuses - of their command actions into aligned ships that are also equipped with a Link. Any ships that are jammed are cut out of the link until such time as they regain communications capability.

ENGINEERING CONSOLES
Contamination Proofing
Engineering Console

Cost: 5

A few modifications to vessel design such as distributed life-support, atmosphere monitors, and readily-available chemsuits later, and the ship only loses half as much Crew from the effects of Sporeheads, as well as providing a free raise to the Command test to restore order and prevent further fatalities.

Stasis Pods
Engineering Console

Cost: 15

For every Stasis Pod console, you have another 4 crew in stasis. As these pods don't come with any extra life support, this does not increase the maximum amount of warm bodies you can have active at once - a Steamboat with a Stasis Pod can't have all 16 crew active, for example, and is still limited to 12 at once - but you can ~~microwave~~ revive Crew in stasis with a Tech-Use test with a TN of 10, a success and each raise allowing you to bring one more crewcicle back from suspended animation to replace a lost/absent unit of Crew (up to the ship's maximum). Excess Crew or passengers may freely enter unoccupied Stasis pods at will.

TACTICAL CONSOLE
Minelayer
Tactical Console

Cost: 20

By performing an engineering test of TN 10, one torpedo (+1 per raise) may be converted into a mine. These mines may be stored for future dispersal - like a torpedo - or immediately scattered anywhere within 2 VUs of the dropping ship; they become active (meaning they can be told to fly into legal targets) three rounds later. Mines function almost exactly like torpedoes; this means that they keep their firing arc limitations and therefore need to be pointed in a direction upon deployment. However, their range is halved (due to the autonomous guidance and IFF package necessary) and they are, of course, stationary. Should any hostile ship or wing of strikecraft not running silent enter or pass through their firing arc, they may attack (as a reaction to the ship entering their arc) as a torpedo, using the Crew Quality of the ship they were dropped plus one as rolled and Crew Quality as kept dice for the hit test. A Minelayer console can store 5 torpedoes or mines. A ship can detect mines by performing an Active Augury test that isn't targeted at a ship, with the result of that test being how many VUs it can detect mines within.

UNIVERSAL CONSOLE
Laboratory
Universal Console

Cost: 15

Your ship has a research facility installed, operated by only the brightest sorcerers/physicists/psychologists/engineers/etc. given access to the bleeding edge of engineering and analytical technology. Constantly collecting and measuring information, every now and then these masters of their fields can - in a flash of insight - get you out of a jam or solve a problem in a seemingly magical fashion. Once per scene, you may choose to automatically pass a test of a category dependent on where the Lab is located (For example, Command tests if you put it in the place of a Command console), receiving raises equal to Crew Quality or the Bridge Officer's dots in the tested skill. If the Lab is in a Universal slot, you may instead choose to have it spectacularly explode in some strange reaction which miraculously kills nobody and just happens to negate one non-Maneuver action taken by a hostile ship.

Strikecraft

Hangar

Tactical Console

Cost: 20

For speedy force projection at long ranges, hangars allow a ship to launch squadrons of purpose-built light and agile single-person vessels. Each strikecraft wing comes with 5 Pilots. Detecting a wing of strikecraft requires either an Active Augury, the result added to 20 to determine within what distance you spot strikecraft that round, or that they enter within 20 VUs of an owned or aligned vessel. Should a strikecraft wing be fired on, the number of Pilots killed is equal to 1 + however many raises the attacker received on the attack test. Strikecraft only have so much power and fuel, and therefore must resupply every 20 rounds or be left adrift with no life support - so, essentially, destroyed. Completely destroyed wings can be replaced while the ship is in port, and can be treated as Torpedoes with a cost of 3 for acquisition purposes. All maneuver actions roll and keep 3. This upgrade can be taken multiple times. One Hangar allows a ship to carry and launch one wing of strikecraft of the types listed.

Strikecraft: Fighters	
Maneuverability	+20
Acceleration	+25
Speed	16

Your conventional fighters, these may fire on any craft within 5 VU, rolling 5 and keeping 3 before adding 5 to the result. Should the attack be made against a spaceship, they roll Pilots and keep 3 and halve the result for damage.

Strikecraft: Bombers	
Maneuverability	+15
Acceleration	+15
Speed	12

Take an Interceptor, replace the repeating arrays with a spinally-mounted cannon or similar heavy armament, and you have just made a Bomber. Bombers may fire against craft which are within 5 VU, rolling for a hit with 5 and keeping 3, but when firing on other strikecraft they do so with a -10 modifier. Should a hit be made, they roll Pilots and keep 3 for damage and roll on the crit table at +0. Attacks may penetrate shields, but doing so halves the damage dealt and does not cause a roll on the crit table. Bombers may also carry and deploy up to 5 mines.